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Peter Steenkiste

February 1997 **ACM Transactions on Computer Systems (TOCS)**, Volume 15 Issue 1

Full text available: pdf(993.12 KB) Additional Information: full citation, abstract, references, index terms, review

Distributed-memory systems have traditionally had great difficulty performing network I/O at rates proportional to their computational power. The problem is that the network interface has to support network I/O for a supercomputer, using computational and memory bandwidth resources similar to those of a workstation. As a result, the network interface becomes a bottleneck. In this article we present an I/O architecture that addresses these problems and supports high-speed network I/O on dist ...

Keywords: I/O architecture, application-managed I/O, data reshuffling, distributed memory systems, network interface, outboard buffering, protocol processing, resource management

2 U-Net: a user-level network interface for parallel and distributed computing (includes URL)

T. von Eicken, A. Basu, V. Buch, W. Vogels

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5

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3 Trunking of TDM and narrowband services over IP Networks

James Aweya

January 2003 **International Journal of Network Management**, Volume 13 Issue 1

Full text available: pdf(416.58 KB) Additional Information: full citation, abstract, references, citings, index terms

The recent interest in IP as the vehicle for transporting TDM and narrowband services stems from the possibility of using a common transport network for voice, video, and data, and the flexibility with which new services can be introduced. A key step in the evolution of networks towards a 'broadband' IP-based environment is the 'graceful' interworking of the IP networks with the existing networks and services, particularly with the circuit switched telephone network. A &I ...

4 Evaluation of TCP Vegas: emulation and experiment

Jong Suk Ahn, Peter B. Danzig, Zhen Liu, Limin Yan

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2 **Necessity of an emulator to validate new resources allocation protocols**
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3 **EWANT: the emulated wireless ad hoc network testbed**
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Wireless Communications and Networking, 2003. WCNC 2003. 2003 IEEE , Volume: 3 , 16-20 March 2003
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[Abstract] [PDF Full-Text (347 KB)] **IEEE CNF**

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4 **A slotted CDMA protocol with BER scheduling for wireless multimedia networks**
Akyildiz, I.F.; Levine, D.A.; Joe, I.;
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